



PAL



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

ASYLUM
STUDIOS

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PlayStation™

IAN LIVINGSTONE PRESENTA

DEATHTRAP Dungeon

guerriero, preparati a combattere per farti strada nel Sotterraneo e uccidere il grande Dragone, Melkor, il più potente mostro del sottomondo. Se ci riuscirai, la gloria e l'oro saranno incommensurabili; in caso di fallimento, verrai premiato con la morte.

Un'infernale orda di mostri ti attende negli abissi sotterranei e negli oscuri passaggi, al tuo fianco avrai moltissime armi, magie e incantesimi. Ne avrai bisogno, perché stai per intraprendere un viaggio al di là dell'immaginabile, un viaggio all'insegna del brutale combattimento, delle trappole mortali e della tetra magia nera.

Sei un eroe o un perdente?



Caratteristiche:

- 38 mastodontici livelli progettati nei minimi particolari.
- 53 diversi mostri controllati dall'Intelligenza Artificiale.
- 32 armi, magie e incantesimi da trovare e utilizzare!
- Modalità di gioco multigiocatore pensata appositamente per il corpo a corpo: guardate la testa dei nemici, o la tua, mentre viene staccata di netto da una spada o incendiata da una sfera di fuoco.



1
Player



Memory Card
1 block

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COMPACT
disc



This software is only compatible with hardware displaying "PS" and

PAL

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IAN LIVINGSTONE'S

DEATHTRAP Dungeon

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disc



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Contents

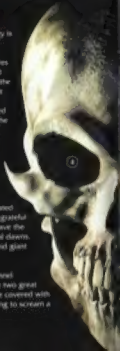
Introduction	4	Controlling Your Hero	13
Character Assessment	6	Activating &	
Red Lotus -		Searching For Things	15
The Heroine	6	Health	15
Chaindog -		Finding Your	
The Hero	7	Way Around	16
		Poison	16
Starting The Game	8	Duration Of Spells,	
Language Selection	8	Potions & Swords	16
The Main Menu	8	Weapons, Spells	
New Game	9	& Charms	17
Load Game	9	Close Combat	
Set Up	10	Weapons	17
Sound Set Up	10	Ranged Weapons	19
Customize Your		Spells	21
Controller	11	Potions And Charms	23
The Brain	11	Instant Effect Charms	25
In Game Menu	12	The Denizens Of	
The Start Button	12	Deathtrap Dungeon	26
Saving The Game	12	Credits	27


Deathtrap Dungeon, the Beginning

Fang, the Town of Lost Souls, once known as the Town of Plenty is ruled with an iron fist by the tyrant Baron Sukarnvit. Deep in the hillside overlooking Fang, he built a labyrinth of trap-filled passageways and rooms populated by stomach-churning creatures of evil. He named it Deathtrap Dungeon. All those who opposed him were dispatched to the dungeon. None came out alive. Yet the Baron was a gambling man at heart and loved notoriety. He let it be known that anybody in the lands beyond Fang would be welcome to enter the dungeon of their own free will. If they killed the supreme beast, Mellow the Red Dragon, and came out alive he would offer a purse of 10,000 gold pieces and the freedom of the town. The first year, seventeen brave warriors attempted 'The Walk' - as it later came to be known. Not one reappeared. You have decided that you will attempt 'The Walk', for the reward, or perhaps to free the people of Fang from the evil Dragon, and to avenge those that have suffered under his foul dominion.

For three days you enjoy Fang's greatest hospitality and are treated like a demi-god - you may be the citizens' saviour, and they are grateful. Nevertheless, you cannot help but notice that the celebrations have the air of a wake around them - your wake. Then the day of your trial dawns. A trumpet call awakens you from vivid dreams of flaming pits and giant black spiders. It is time.

Ahead you see the looming hillside and the dark, mouth of a tunnel disappearing into its inner depths. As you approach, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings, writhing serpents, demons, deities, each seeming to scream a silent warning to those who would pass beyond them.





You see Baron Sukumvit himself standing by the entrance, waiting to wish you well, along with a great throng of townsfolk. You turn to face the silent crowd. To them, you are their last hope. But you can tell from their faces that they do not expect you to succeed. After all, many have tried, and many have died. Even the great Dragon himself does not seem to mind these attempts to destroy him. It is said he enjoys the 'sport'. Nevertheless, you are sure of your abilities, for you are strong and fast, and undefeated in battle.

You take in a final deep breath of cool fresh air before turning to pass between the stone-pillared gateway into the dragon's corridors of power, to face unknown perils on 'The Walk' through the deadly Deathtrap Dungeon.

Deathtrap Dungeon, the Quest

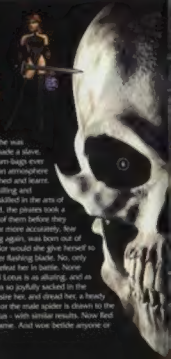
Your quest is to slay Melkor the Red Dragon and get out of the dungeon alive! As you progress deeper into the dungeon, you will need to collect all the weapons and magics you can to aid you. The dragon is a disgustingly powerful enemy, and he has many allies, some of which are almost his equal in power. You begin the game at the start of the first level, the Spire. As you complete each level, you will be given a summary of your performance, and a short 'mission briefing' on what you need to do to finish the next level. Good luck, and may the gods of Fang go with you. You'll need them.

You have the choice of one of two characters to help you complete your quest.



Red Lotus - The Heroine

Red Lotus can't remember where she was born. She was seized by marauding pirates at an early age, and made a slave. Her masters were some of the most despicable scum-bags ever to sail the seas and Red Lotus was brought up in an atmosphere of pain and terror. Floored and scheming she watched and learns. Every dirty trick in the book, and every nuance of killing and slaying was all that interested her. She became as skilled in the arts of war as any warrior. When she grew to womanhood, the pirates took a different kind of interest in her. She had to kill five of them before they would leave her alone. They grew to respect her, or more accurately, fear her. A driving ambition, never to wait for anything again, was born out of the rage and hatred that blossomed in her heart. Nor would she give herself to a man, and any that tried to take her died under her flashing blade. No, only one man was worthy of her love - he who could defeat her in battle. None have succeeded, though many have died. For Red Lotus is as alluring, and as lovely as any painted courtesan of the cities she has so joyfully sacked in the past. She has a terrible beauty, that makes men desire her, and dread her, a heavy combination. Like the moth is drawn to the flame, or the male spider is drawn to the female black widow, so are men drawn to Red Lotus - with similar results. Now Red Lotus has come to Fang in search of wealth and fame. And will before anyone or anything that stands in her way.





Chaindog The Hero



Chaindog. A name won in the savage war pits of the Sabarian north. He was brought up to fight tooth and claw in the arena for the entertainment of decadent nobles, and for merchants. He was so brutal, so vicious and cunning that the guards had to keep him chained up, like a dog, to be unleashed only when he was required to fight. Hence his name, Chaindog. The only word he ever responded to, the only word that meant anything to him. In a life of violence and sudden death, he held onto that name, held onto the sense of identity that gave him. The belief that he would not be Chaindog forever, that he would escape and live another life kept him going through the dark years. As homicidal as he was mighty, he soon rose to be champion of the War Pits.

And then, one day, his jailor made a mistake. Instantly, Chaindog was upon him and, moments later, the jailor lay dead, nearly every bone in his body broken. After hours of frenzied revenge against his captors, he escaped. He began to wander the lands in search of that which he had lost, to behave as a man and not as a psychotic assassin. After some limited success in this area, he realised he knew nothing else but violence. He came at last to fang, in search of wealth. Here, at least, he would be paid handsomely for his brutal skills. With money, he can retire to a life of ease, and end his troubles.

Starting The Game

Set up your PlayStation™ game console as per the instructions in the Instruction Manual.

Make sure the power is off before inserting or removing a disc.

Insert the Deathtrap Dungeon™ disc and close the disc cover.

Turn on the PlayStation™ game console and follow on screen instructions.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned on.

Language Selection Screen

Choose the language you want the game to run in with the Directional Buttons and the [X] button. If you don't make a selection, after 10 seconds, English will be chosen as a default.



The Main Menu

When you load the game for the first time, after the introductory sequence, you will be taken to the Main Menu. The Main Menu consists of three skulls, impaled on stakes. Selecting a skull accesses one of the following:

- New Game
- Load Game
- Setup



Use the Directional buttons and the [X] button on the Controller to make all selections from the Main Menu.

Note: If you have a memory card inserted, your previous configuration will automatically be loaded.



New Game

Use the Directional buttons and the [X] button on the Controller to make your selections. Press [Δ] if you want to go back to the previous screen. The available selections are:

- **Changelog** (Choose the hero to play)
- **Red Lotus** (Choose the heroine to play)
- **Blue Triangle Icon** (Takes you back to the previous screen)



After selection, the game will start automatically at the first level, the Spire.

Load Game

Use the Directional buttons and the [X] button to make your selections. Press [Δ] if you want to go back to the previous screen. The available selections are:

- **Continue Last Game** (Loads the game from the last save point)
- **Choose a level to play** (Brings up a list of levels and sub-levels)
- **Blue Triangle Icon** (Takes you back to the previous screen)

The other levels below "Spire 1: The Gatehouse" cannot be accessed individually until you have completed them in the correct sequence. Once you have completed a level, you can always go back and play that level or sub-level again via the Load Game menu. Note that if you play one of the levels you have already completed, your hero will begin that level without any of the objects he or she may have picked up in the campaign game. That you can play all or some of the campaign game from beginning to end, and then go back and selectively play your favourite levels individually.



Set Up

Selecting this shell from the Main Menu takes you to the workstation of an Insane Chao Abominable Warrior. Use the Directional buttons and the [P] button to select. Press [A] if you want to go back to the previous screen. The available selections are:

- The Ear-Sound Setup
- The Head Center
 (Orient/Summary Configuration)
- The Brain Speed and Tone Configuration
- The Blue Triangle Icon Shows you back to the previous screen



The Ear-Sound Set Up

Select the icon identified out on a rail to a skeletal skull-top. Selecting the rail on plus symbols with the Directional buttons and the [P] button will subsequently increase the volume of sound effects in the game. Listen to the screams of the man on the rail to select your preferred volume level. Below the Controller is another skull-top. This works in the same way as the Sound FX but controls the music volume in the game. Listen to the beat and choose your preferred music volume. Press [A] if you want to go back to the previous screen. The available selections are:

- The Back. Place the control lever over the left symbol with the Directional buttons. Press and hold the [P] button to subsequently decrease sound FX volume
- The Front. Place the control lever over the right symbol with the Directional buttons. Press and hold the [P] button to subsequently increase sound volume
- The Blue Triangle Icon Shows you back to the previous screen



The Meat Cleaver - Customize Your Controller

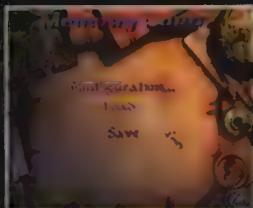


Selecting the Meat Cleaver takes you to a screen where you can choose from 3 fixed Controller button configurations. Use the Directional buttons and the [X] button to select. Press [Δ] if you want to go back to the previous screen. The available selections are:

- **Default Configuration A**
- **Default Configuration B**
- **Default Configuration C**
- **The Blue Triangle Icon (Takes you back to the previous screen)**

After you have chosen the configuration you prefer, you may wish to return to the Main Menu and select the Brain to save your configuration. If not, the configuration you have chosen will only be used for the current game session.

The Brain



From this screen you can choose to load or save the sound and controller configuration you may have previously selected from the 'Meat Cleaver' screen or 'Ear Screen' using the Directional buttons and the [X] button.

Press [Δ] if you want to go back to the previous screen.

In Game Menu • The Save Button

Selecting the [Save] button during the game pauses the game and gives you three options. Use the up or down directional buttons and the [Enter] button to make your selections. The available selections are:

- Continue game (suggested)
- Load game
- Quit to main menu (takes you to the Main Menu)



In Game Menu • Saving The Game

To save the game, you need a Memory card in Memory card slot 1 of the PlayStation², with at least one free block in a previously saved Resident Evil game. Only one saved game is possible per Memory card. Each time you save, the existing saved game will be overwritten.

You can only save the game when Outgoing or Shell Status is at an eligible Save Point in the level you are playing. These Save Points are designated in the game by Redding Resident Evil Status. Status with a glowing white aura that coming to save at, but if you want to save at a Shell with a glowing red aura, you will need to pay 5 Gold Coins. Coins are worth 5 Gold Coins. Your gold is recorded as an item with the gun, weapons and items menu. When you are near to one of these points, then you can save the game. We can only save one saved game at any time.



- Press the [X] button on your controller at a Save point



Controlling Your Hero

These controller commands are defaults only. You can customize your controls via the Main Menu, selecting Setup, and then selecting the Meat Cleaver.

Movement

[Directional button Up]	Walk Forward
[Directional button Left]	Turn Left
[Directional button Right]	Turn Right
[Directional button Down]	Walk Back
[O]	Run
[O] plus Directional button Down	Run Backwards
[L2] plus Directional button Left or Right	Shuffle
[L2] plus Directional button Up or Down	Shuffle Forward or Back

If on a ledge, your character is guaranteed not to fall off the edge whilst shuffling.

Combat

[X] and Directional button Up	Overhead Cut
[X]	Thrust
[X] and Directional button Right or Left	Slash
[R1]	Parry
[L1]	Cast selected spell
[X]	Shoot ranged weapon

Voices combinations of holding, shooting, shouting and parrying are possible by pressing [X] and a Directional button. Firing down the [X] button and a Directional button will initiate a special combat sequence. Pressing a Side key, if you have selected a ranged weapon, pressing [X] will fire that weapon forward. Pressing the [L4] button casts your currently selected spell. Spells can be cast while the Hero or Monster has a weapon selected. *Shadow Dragon™* uses an auto-aiming system. You will fire at the nearest target in line of sight. To fire-tune the direction in which you fire, press the [R4] button to enter first person view, and use the Directional buttons to move your line of sight around the screen. (See when ready)

Shortcuts

[Enter] button	Enter game and give access to the Main Menu
[Esc]	Activate or use an object. For example, opening a door, opening a lid, or pulling a lever.
[Tab]	Switch first-person view.

Move the Directional buttons to look around and press [X] to fire ranged weapon in that direction.

[Enter] button	Enter the game and bring up the Inventory.
----------------	--



[Δ]

Jump straight up, if walking or running, you will leap forward. The faster you are running the further you will leap.

There is a jump indicator in the top left of the screen indicating your maximum possible jump distance.

[Δ] and Directional button Left or Right

Jump to the left or right

[Δ] and Directional button Down

Jump Backwards

If you hit [Δ] whilst facing a wall or block, he or she will climb up it, if possible. When the character jumps on the spot, then the climb's too high for him or her.

Activating Things, Searching For Things

Levers, doors, platforms and other devices are generally operated by moving close to the device and pressing the [□] button. This might, for example, open an unlocked chest, start a platform moving, reveal a hidden door, or even activate a trap, killing your character!

Health



Chalndog and Red Lotus start the game with 100 hit points. If this total is ever reduced to zero, you're dead. So watch it carefully. Hit points are displayed as a number beside the white skull in the top left hand corner of your screen. As you become dangerously low on health, the skull will start to flash red.

Feeling Your Way Around

You can mark the floor of the dungeon with a chalk arrow. If you reflect the chalk from the Fanged Weapons Menu, then this will mark the floor with the chalk arrow. You have a limited supply of chalk, but the chalk is renewed at the beginning of every new level. Use it to navigate the labyrinthine depths of the dungeon.

- To use the Chalk, press Select, quite as the Fanged Weapons menu with the Up and Down Directional buttons. Then use the Left and Right Directional buttons to highlight the chalk, then use the B2 button to confirm.

Poison

If you are poisoned, a green mist from will appear. Our solitary charm, when used, will remove that poison from - otherwise you'll begin to lose both points at a steady rate until you die badly.



Duration Of Spells, Poisons & Swords

Spells are placed up and stored. You can use them at will. A spell's effect is instantaneous. Most poisons and charms can be stored and used at will. However, the duration of a poison or charm's effect is limited.

Moreover a poison or charm is activated or lost will appear on the left of the screen and/or a special effect will appear around your character. Along with a short cast message. When the time or special effect has elapsed, then the effect of the poison or charm has expired.

The magical swords that, Venom, Silver and Iron Spell swords are special cases. Their power comes with use, until they are dulled completely and fade out of existence. Pick up another one of these swords to replace the old one with the new, fully charged sword, as you can only ever have one of each.



Weapons, Spells & Charms

Press the [Select] button, and then use the Up and Down Directional buttons to cycle through the four menus:

- Close Combat Weapons
- Ranged Weapons
- Spells
- Potions and Charms

These are displayed as a row of boxes along the bottom of the screen. If a box is filled with an icon, this indicates that you have picked up that weapon, spell, potion or charm. Use the Right and Left Directional buttons and the [X] button to make a selection from your chosen menu.

Your currently selected weapon and/or spell will be displayed as an icon in the upper right hand corner of your screen. Beside the icon is a number telling you how much ammo your weapon has, if applicable, and how many spells of that type you are carrying.

Close Combat Weapons

Only one of each weapon can be carried. A row of boxes will appear along the bottom of the screen. If an icon fills a box, this indicates you have picked up that weapon.

Selecting a weapon will arm the hero/heroine with the relevant weapon.

Use the Left and Right Directional buttons and the [X] button to make your selection.



1. Blood



The standard assortment of any Darkling's arsenal, it will never while you look for something more reliable. But you will need something every minute, especially in the danger level **Type 1** fight.

2. Walkman



A high-powered radio that can be used to communicate with other Darklings. It's a useful tool in the **Type 2** fight.

3. Red Sword



Several Red Swords may be found in Darkling Dungeons. Obviously for you. The Red Sword is a powerful weapon, and also the least of danger level weapons. Its power comes after prolonged use, so that usually when to use it. **Type 3** fight.

4. Black Spine



The Spine is a powerful weapon, capable of inflicting great damage. But beware, for every wound dealt is an opponent, for which suffer equally. Make sure you have plenty of healing available - the **Art of War**, for instance, is an ideal companion to the Spine. The Spine's power comes with use. **Type 4** fight.

5. Silver Sword



Owned by the Dark powers of the White Land, the Silver Sword is the least of the Unknown, and will need their strength to be used. After prolonged use it goes to power, and the power that it has is the power that it can destroy. **Type 5** fight.



6: Venom Sword

Sick to death (literally!) of getting poisoned by the more unpleasant denizens of the underworld, the Elves forged the Venom Sword, imbuing its vicious spines with the deadliest toxins known to man. Especially effective for out-poisoning the poisoners of the Dungeon, the Giant Spiders and Scorpions. The power of the sword degrades with use - eventually it will disintegrate. Type: *Ranged Weapon*



7: Magic Warhammer

Forged by the king of the dwarves' best blacksmith, Arakad Stinkbeard, this is the only weapon that can harm the Rockmen, ancestral enemies of the Dwarves. And it's an excellent helm-splitter in its own right. Use with joy. Type: *Blunt/Close Range*



8: Unarmed

Fist and feet, the last resort of the desperate. Still, a good way to conserve your weapon stocks, if your opponent is easy meat. Except, of course, there isn't any easy meat in the Dungeon. Type: *Blunt*



Ranged Weapons

Only one of each ranged weapon can be carried - except for bombs. A row of boxes will appear along the bottom of the screen. If an icon fills a box, this indicates you have picked up that weapon. The amount of ammunition that you have for the weapon is displayed alongside the icon. Selecting one of the ranged weapon icons will arm the hero or heroine with the relevant weapon. (If an icon is present)

An icon of the weapon selected will appear in the top right hand corner of the screen, along with a number showing how much ammo you have for that weapon. When you pick up ammunition (firework rockets, blunderbuss shot, and dragon's bile)

It will be added to the rest among the shot weapons (assuming you have the weapon). If you are targeting the full amount of ammo for a particular weapon you will be unable to pick up any more ammo for that weapon, until it is depleted a little.

Hold the Left and Right Mouse buttons down to make your selection.

[4] Fires the weapon.

1) Thunderbolt



A dropped lightning, the Thunderbolt uses the electricity that provides to those death of life and heat shot at the enemy. Very effective, but sometimes

is difficult to aim by. Type: **Lightning**

2) Bomb



Powerful thrown weapon, with a short time, from now you don't get caught in the blast from your own bomb - only a little advantage has been found in capturing enemy. Pressing the PG button will start the timer. The longer you hold down the PG button before releasing, the faster the bomb will be thrown. Type: **Explosive**

3) Grenade's Companion



A device invented by the Empire, with small stones attached to the back. The Companion launches deadly poisonous grenades in the enemy. Type: **Explosive**

4) Infernal Bowler



The Infernal Bowler refers to the magical black power of the Membership of Chaos to kill through whether of great power. It is strong, fast, so you won't forget its existence is not just



5: Firethrower

A modern dwarven device, the Firethrower can bathe an opponent in rolling clouds of flame. Needless to say, this will inconvenience your enemies not inconsiderably. Use with care as the ammunition, dragon's bile, is not easy to get hold of (as you can imagine). Type: **Fire**



6: Flamelance

The Flamelance fires ethereal pulses of magical energy, causing the target to disintegrate, pulse by pulse. The Flamelance itself will disintegrate once its charges are used up. Type: **Energy**



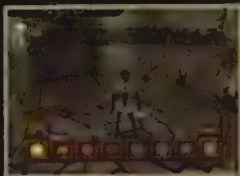
7: Chalk

Selecting chalk will mark the ground you are standing on with a white arrow. The arrow will point in the direction you are facing when you selected the chalk. Use it to negotiate the dark and deadly mazes of the dungeon.



Spells

Your currently selected spell is displayed as an icon on the upper right hand corner of your screen. The number of spells of that type you have is displayed as a number beside the icon. There are limits to the number of spells of a specific type that you can carry. When you reach that limit, you will not be able to pick up any more of those spells until you have used the ones you are carrying.



Use the Left and Right Directional buttons and the [X] button to make your selection.

Pressing [L1] will fire the currently selected spell. You can cast a spell even if you have a weapon in your hand.

1. **Shade**



A glowing sphere that casts a cone of darkness, blinding your enemy and obscuring bodies. Useful in close combat and stealthy games for intimidation.

2. **Thorned**



Another useful spell for darkness in the deep dark places of the world. The Thorned does a ball of bright light that banishes the darkness of the underworld, earned right as it passes. It also damages the monster. Type: **Lightning Magic**

3. **Shield**



Protects your party from enemy attacks. Type: **Lightning Magic**

4. **Thunder**



Powerful lightning attack. Type: **Lightning Magic**

5. **Power**



One of the most powerful spells in the game. Does lots of damage, but by and large you can't cast enough to win. Only one of the powerful spells can be held at any time.

6. **Lightning Magic**



Powerful lightning attack. Type: **Lightning Magic**



Powerful lightning attack. Type: **Lightning Magic**



7: Arc of Power

Calls on the power of the Storm god to strike up to 3 of your enemies with bolts of incandescent lightning. Shockingly effective. Type: *Energy (Other)*



8: War Pigs of Doom

A bizarre spell, said to be the product of a deranged mage, the War Pigs spell summons strange suicidal pigs from another dimension. Their sole aim in life is to explode. Preferably next to someone. Including you, if you're not careful.



Type: *Explosive (Bad, Mean)*

Potions & Charms

Selecting a potion or charm will activate the potion or charm, (if an icon is present). Some potions and charms start working as soon as you pick them up. There are limits to the number of potions and charms of a specific type that you can carry. When you reach that limit, you will not be able to pick up any more of those potions and charms until you have used the ones you are carrying.



Use the Left and Right Directional buttons and the [X] button to make your selection.

9: Health Potion

A pleasing balm, brewed by the kindly priestesses of the goddess of peace, health potions are a must for any enterprising adventurer. Collect as many as you can, and use as few as you can.



1: Antidote

One dose of antidote cancels the effect of one poisoning. This usually happens when you're bitten by an enormous, swollen spider or stung by a gigantic scorpion, so collect as many of these as you can.



Is Tough



When used, the strength portion increases the damage you receive. At the same time, the charm will tell you when you're about to die, so you can take the time to rest, and enjoy what is left.

Is Fast



These potions greatly increase your speed. You will be able to run faster, and generally run away from your enemy while the effects last.

Is Charm of My Cool



A must for every adventurer who actually cares about style or dignity. The Charm of My Cool helps the wearer resist the lowering effects of fire for a brief time. The shiny - and expensive - it has just digress who tell not be against you.

Is Useful



The Charm of Useful was created by the Wizard Mastermind, for use in his traps into the world's worst. It absorbs some of the damage inflicted upon you by over-caution darkness of the dungeon by increasing the shield with a magical shield. The effects of the Charm last until all the shields are destroyed. Use when you think you're in for a rough battle.

Is Anti-magic Charm

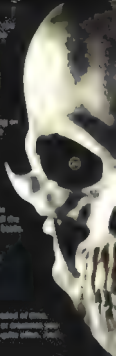


This charm absorbs the magical effects of spells and magic. When the charm is used up, it disappears, so keep an eye on the number of charms you have left.

Is Invulnerability



The Invulnerability charm renders you invulnerable for a brief period of time. Invulnerability would seem great with overwhelming odds or dragons you have no hope of defeating. Actually, there likely to be quite often, but Invulnerability charms are really not very common.



Instant Effect Charm

The following charm starts working as soon as you pick it up.

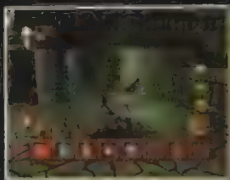
Ankh of Vitality

The Ankhs were made by a great Healer, and provide a surge of health for the bearer. The Ankh adds a hundred hit points, even if it takes you above your starting total.



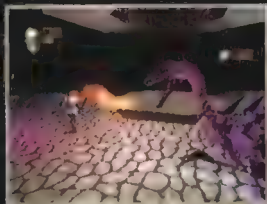
Keys

Various keys are hidden throughout the dungeon levels. Which ones you have are displayed as an icon with the spells, weapons and charms menus. Keys are colour-coded and only work on the level they are found in. There are three coloured keys, Red, Silver and Gold.



Treasure

In Deathtrap Dungeon™, treasure takes the form of Gold Coins and Crowns. The number of Gold Coins and Crowns you pick up in a level affects your score at the end of that level. Gold Coins and Crowns can also be used to buy saves at save points. (See 'Saving the game'). Your total gold is displayed as an icon with the spells, weapons and charms menus.

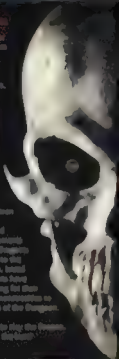


The Darkness Of Deathcap Dungeon

Many evil creatures have flocked to Deathcap Dungeon and Mother the Dragon, eager to share in the booty and tribute from the town of Ring. A high ranking demagogue from the Palace of Aging in the Pit of Hat has joined with the dragon. He has brought with him troops from the Legion of the Shattered. These include an army of the Unholy - rotting Bannets, vicious Shadow Warriors, soul-eating Chans - and flesh wings and Slaves from the Slaves - smoking briqs, foresters of the forest, black-haired Warlike Assassins, fast armed Assassins, and the twisted death of the dark.

Other creatures of Chaos have also answered Mother's call to arms. The dreaded Blood Warriors have established a base camp in the dungeons where their vilest weapons and diabolical soldiers have carved out a domain all their own. The One of the Tainted Eye tribe have sent a battalion of tough troopers, led by one of their Shamans, Ughal Shorlort, and a wife of punishing hardness to defend the Dungeons. But to them, they have set up camp in the Sentries. Shabriel, King of the Shadow has also arrived in force with a full brigade of deathmasks and swordsmen, led by his Lieutenant, vicious hybrids of Chaos and Shadow. They have fortified their area of the dungeons with battlements and gill-towers, a near-impenetrable ring of darkness around the Dragons' Lair. Dragon Slayers, often warriors who have sold their swords to the dragon, have also come to work, along with the flesh-creators, blood beasts of chaos, motivated by malice and greed. Chaos Assassins have come to ply their evil trade, seeking the blood-red rewards of Ring for their brutal experiments, creating subtle assassins, and emotional resurrection to grief, death and burn these brutally enough to smother the paths of the Dragons.

There are just some of the dragons you will find on your quest to slay the Dragon. Only the best of warriors can struggle against such evil. You just say yes.



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(death) trapped in our dungeon

or

Would like to win some unique Deathtrap Dungeon Merchandise
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0891 66 99 22*

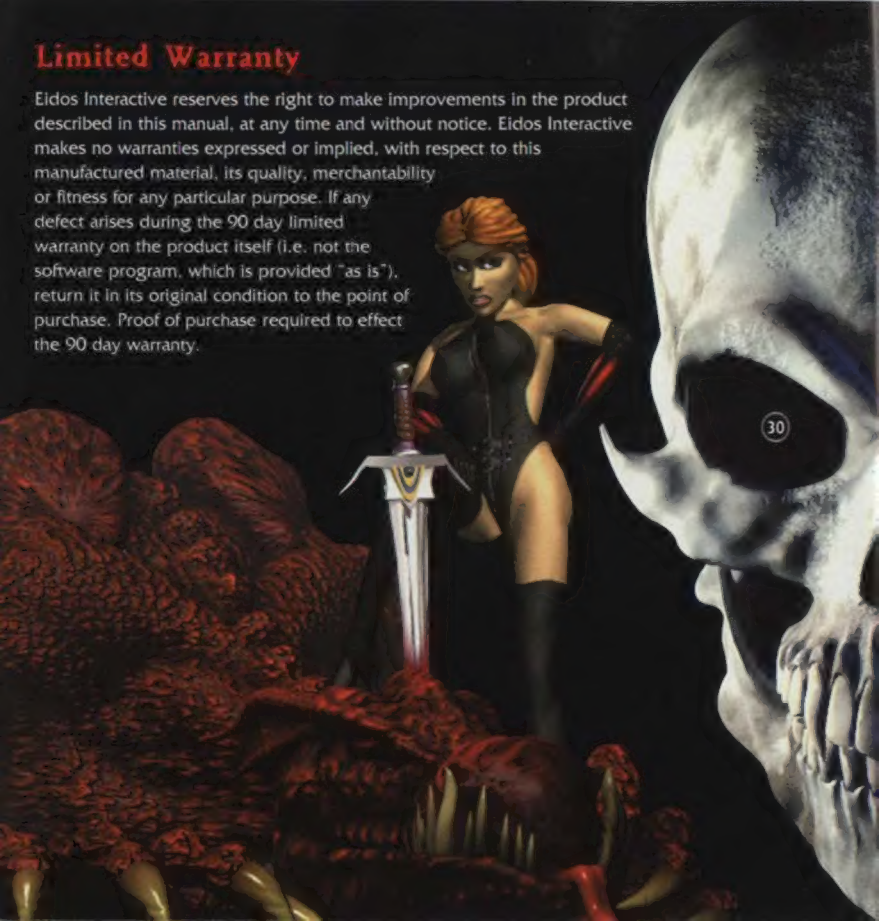
*Please note that this call is more expensive than a normal call and calls currently cost 50 pence per minute at all times. Callers under 18 must obtain the permission of the person who pays the phone bill prior to calling.

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